```
entry:
                                                                                            call void @llvm.dbg.value(metadata ptr %a, metadata !21, metadata
                                                                                            ... !DIExpression()), !dbg !27
                                                                                            call void @llvm.dbg.value(metadata ptr %b, metadata !22, metadata
                                                                                             ...!DIExpression()), !dbg !27
                                                                                             call void @llvm.dbg.value(metadata ptr %c, metadata !23, metadata
                                                                                            ...!DIExpression()), !dbg!27
                                                                                             call void @llvm.dbg.value(metadata i32 %n, metadata !24, metadata
                                                                                             ... !DIExpression()), !dbg !27
                                                                                             tail call void asm sideeffect "dmb sy\0A\09orr x3,x3,x3\0A", "\sim {memory}"()
                                                                                            ... #8, !dbg !28, !srcloc !29
                                                                                             call void @llvm.dbg.value(metadata i32 0, metadata !25, metadata
                                                                                             ..!DIExpression()), !dbg !30
                                                                                             %cmp11 = icmp sgt i32 %n, 0, !dbg !31
                                                                                             br i1 %cmp11, label %for.body.preheader, label %for.cond.cleanup, !dbg !33
                                                                                                                                                                               F
                                                                                 for.body.preheader:
                                                                                  %wide.trip.count = zext i32 %n to i64, !dbg !31
                                                                                  \%0 = \text{call i64 @llvm.vscale.i64(), !dbg !33}
                                                                                  %1 = \text{shl } i64 \%0, 2, !dbg !33
                                                                                  %2 = icmp uge i64 %wide.trip.count, %1, !dbg !33
                                                                                  br i1 %2, label %Pre.Vectorization, label
                                                                                  ... %Preheader.for.remaining.iterations, !dbg !33
              Pre. Vectorization:
               %5 = call <vscale x 4 x i64> @llvm.experimental.stepvector.nxv4i64()
              \%6 = \text{call i64} \otimes \text{llvm.vscale.i64}
              %step.value = shl i64 \%6, 2
              %7 = urem i64 %wide.trip.count, %step.value
               %total.iterations.to.be.vectorized = sub i64 %wide.trip.count, %7
              %8 = insertelement <vscale x 4 x i64> poison, i64 %step.value, i64 0
              %stepVector.update.values = shufflevector <vscale x 4 x i64> %8, <vscale x 4
              ... x i64> poison, <vscale x 4 x i32> zeroinitializer
               br label %vectorizing.block
             vectorizing.block:
              %9 = phi i64 [ 0, %Pre.Vectorization ], [ %20, %vectorizing.block ]
              \%10 = \text{phi} < \text{vscale x 4 x i64} > [\%5, \%Pre. Vectorization], [\%21,
              ... %vectorizing.block ]
              %11 = and <vscale x 4 x i64> %10, shufflevector (<vscale x 4 x i64>
              ... insertelement (<vscale x 4 x i64> poison, i64 1, i64 0), <vscale x 4 x i64>
              ... poison, <vscale x 4 x i32> zeroinitializer)
              %12 = icmp eq < vscale x 4 x i64 > %11, zeroinitializer
              %13 = bitcast < vscale x 4 x i1 > %12 to < vscale x 4 x i1 >
              %14 = getelementptr inbounds i32, ptr %a, i64 %9, !dbg !41
              %15 = getelementptr inbounds i32, ptr %b, i64 %9, !dbg !47
              %16 = getelementptr inbounds i32, ptr %c, i64 %9, !dbg !49
              %17 = \text{call} < \text{vscale x 4 x i} 32 > \text{@llvm.aarch} 64.\text{sve.ld} 1.\text{nxv} 4\text{i} 32 (< \text{vscale x 4 x})
              ... i1> %13, ptr %14)
              %18 = \text{call} < \text{vscale x 4 x i32} > \text{@llvm.aarch64.sve.ld1.nxv4i32} (< \text{vscale x 4 x i32} > \text{weak in the content of the
              ... i1> %13, ptr %15)
              %19 = call <vscale x 4 x i32> @llvm.aarch64.sve.mul.nxv4i32(<vscale x 4 x
             ... i1> %13, <vscale x 4 x i32> %18, <vscale x 4 x i32> %17)
              call void @llvm.aarch64.sve.st1.nxv4i32(<vscale x 4 x i32> %19, <vscale x 4
              ... x i1> %13, ptr %16)
              %20 = add i64 %step.value, %9
              %21 = add <vscale x 4 x i64> %10, %stepVector.update.values
              %terminate.condition = icmp uge i64 %20, %total.iterations.to.be.vectorized
              br i1 %terminate.condition, label %middle.block, label %vectorizing.block
middle.block:
%condition = icmp eq i64 %7, 0
br i1 %condition, label %for.cond.cleanup.loopexit, label
... %Preheader.for.remaining.iterations
                                                             F
                             Preheader.for.remaining.iterations:
                             %22 = phi i64 [ 0, %for.body.preheader ], [ %20, %middle.block ]
                             br label %for.body
                    for.body:
                     %indvars.iv = phi i64 [ %indvars.iv.next, %for.inc ], [ %22,
                    ... %Preheader.for.remaining.iterations ]
                    call void @llvm.dbg.value(metadata i64 %indvars.iv, metadata !25, metadata
                     ...!DIExpression()), !dbg!30
                     %rem15 = and i64 %indvars.iv, 1, !dbg !37
                     %cmp1.not = icmp eq i64 %rem15, 0, !dbg !37
                     br i1 %cmp1.not, label %for.inc, label %if.then, !dbg !40
                                                         %arrayidx = getelementptr inbounds i32, ptr %a, i64 %indvars.iv, !dbg !41
                                                         %3 = load i32, ptr %arrayidx, align 4, !dbg !41, !tbaa !43
                                                         %arrayidx3 = getelementptr inbounds i32, ptr %b, i64 %indvars.iv, !dbg !47
                                                         %4 = load i32, ptr %arrayidx3, align 4, !dbg !47, !tbaa !43
                                                         %mul = mul nsw i32 %4, %3, !dbg !48
                                                         %arrayidx5 = getelementptr inbounds i32, ptr %c, i64 %indvars.iv, !dbg !49
                                                         store i32 %mul, ptr %arrayidx5, align 4, !dbg !50, !tbaa !43
                                                         br label %for.inc, !dbg !51
                    for.inc:
                     %indvars.iv.next = add nuw nsw i64 %indvars.iv, 1, !dbg !52
                     call void @llvm.dbg.value(metadata i64 %indvars.iv.next, metadata !25,
                     ... metadata !DIExpression()), !dbg !30
                     %exitcond.not = icmp eq i64 %indvars.iv.next, %wide.trip.count, !dbg !31
                     br i1 %exitcond.not, label %for.cond.cleanup.loopexit, label %for.body, !dbg
                     ...!33,!llvm.loop!53
                    for.cond.cleanup.loopexit:
                    br label %for.cond.cleanup, !dbg !34
                                                    for.cond.cleanup:
                                                     tail call void asm sideeffect "dmb sy\0A\09orr x4,x4,x4\0A", "~{memory}"()
                                                     ... #8, !dbg !34, !srcloc !35
                                                     ret void, !dbg !36
```

CFG for 'foo' function